VS. HOGAN'S ALLEY™ AND VS. DUCK HUNT™

Nintendo®

ON TARGET TO A DOUBLE HIT

VS. HOGAN'S ALLEY *and* ***VS. DUCK HUNT,*** two great games for the VS. SYSTEM™—

Games that never stop earning.

SET YOUR SIGHTS ON FUN AND PROFIT

Take Aim At VS. HOGAN'S ALLEY

Nintendo tests your sharpshooting skills at the FBI's training camp in this exciting new game for the VS. SYSTEM.

With the light gun attachment in hand, you've got to respond with split second accuracy and instinct to protect innocent lives and bring down the bad guys. Do you have what it takes to be an agent? Take on VS. HOGAN'S ALLEY and find out.

A fast eye and accurate aim are needed to hit only the gangsters in the lineup.

Reaction time and shooting skill are again tested in a street scene.

Players must shoot the tin cans and keep them in the air to earn points.

Shoot To Win With VS. DUCK HUNT

If one sure hit isn't enough, Nintendo offers another bull's eye profit-maker—VS. DUCK HUNT.

This fast-action target game takes you into the marshes with your trusted hunting dog at your side. He'll flush the ducks out from hiding. Then, it's up to you to bring them down and shoot your way to an exciting bonus round.

Flushed out from hiding, the ducks become targets for the player's gun.

After two successful hits, the hunting dog retrieves the fallen birds.

On the practice range, players take aim at a succession of clay pigeons.

Light gun attachment required at additional cost.

Make The Mark With The VS. SYSTEM

VS. HOGAN'S ALLEY and VS. DUCK HUNT are part of Nintendo's VS. SYSTEM of interchangeable games—the most flexible and inexpensive game conversion system on the market today.

You can buy either game in a dedicated version for the new single monitor VS. UNISYSTEM.™ Or, mix or match them for use with the dual monitor VS. DUALSYSTEM.™ As always, both new game releases are available as VS. PAKS™ for your current VS. SYSTEM hardware.

UPRIGHT/VS. DUALSYSTEM (Dual Monitor) Dimensions: 45¼"(W)×33½"(D)×67½"(H) Weight: 375 lb.

UPRIGHT/VS. UNISYSTEM (Single Monitor) Dimensions: 23¾"(W)×32⅜"(D)×68⅜"(H) Weight: 250 lb.

And, if you want the VS. SYSTEM to breathe new life into your old Nintendo games, there's the VS. UNISYSTEM KIT.™ It will convert your old cabinets into VS. UNISYSTEMS. Then, with VS. HOGAN'S ALLEY or VS. DUCK HUNT, you'll have everything you'll need to target greater profits.

CONVERTED UPRIGHT/VS. UNISYSTEM [VS. UNISYSTEM KIT available for Donkey Kong,™ Donkey Kong Jr.,™ Popeye,* Mario Bros.™ (narrow cabinet only) and Donkey Kong 3™ cabinets.]

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Nintendo

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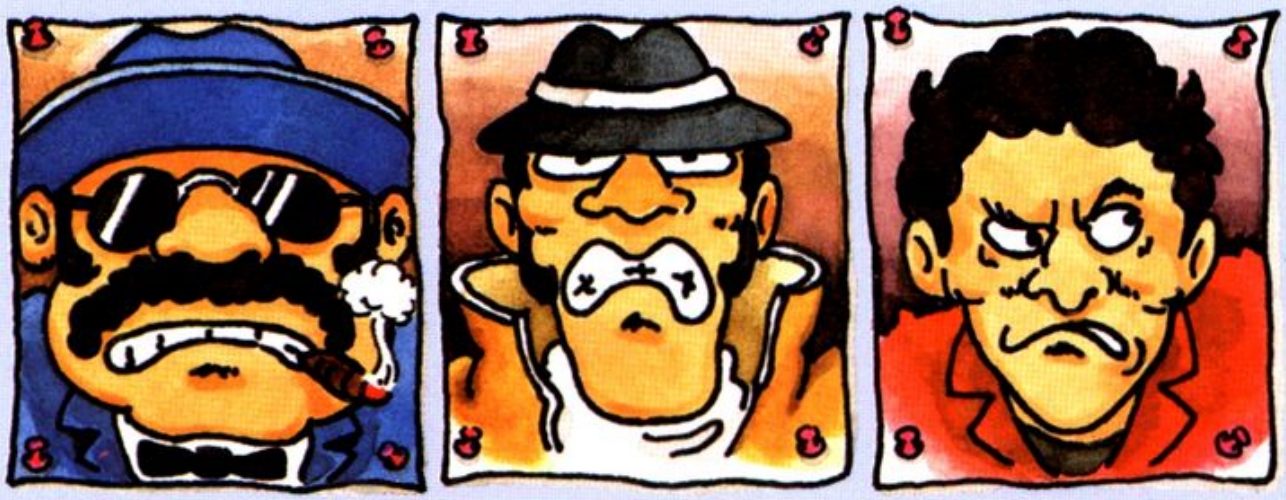
VS. HOGAN'S ALLEY™

How to Play

- Only Shoot the Gangsters
- Don't Shoot the Professor, Policeman or Lady
- To Score More Points Shoot Targets Quickly
- Players Must Share Gun For 2 Player Game

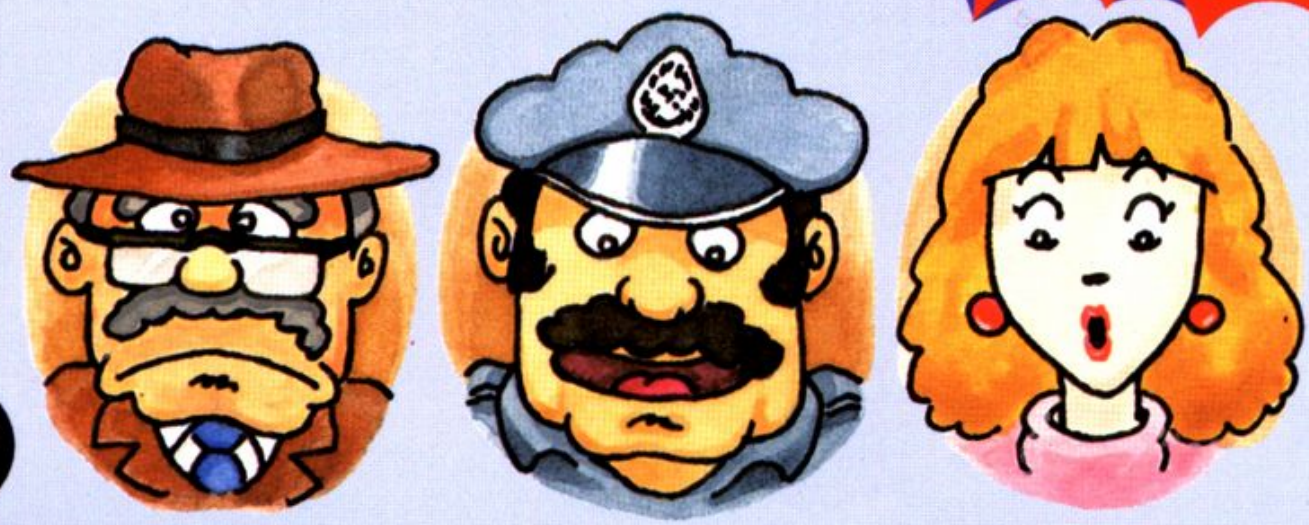
TO START GAME

Take Aim and Shoot
1 or 2 Player



Shoot the Gangsters

Please Don't Shoot Us.



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VS.HOGAN'S ALLEY

(Operation Manual) MDS(MGS)

I. How to install Software ROMs

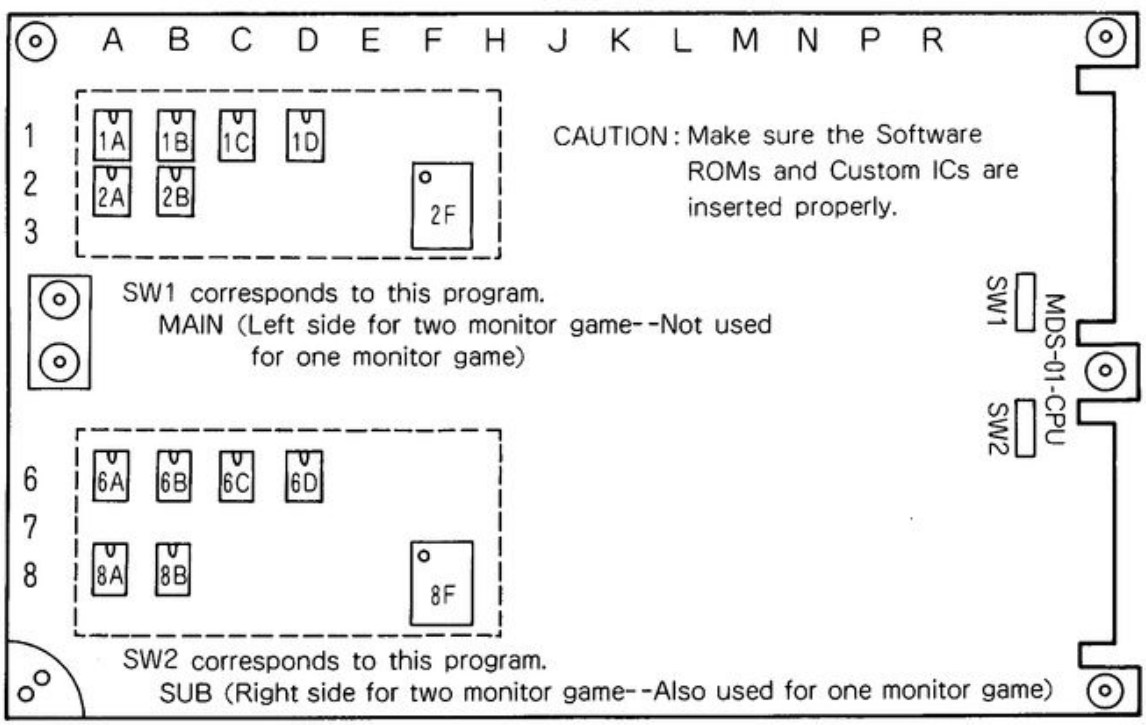
Each Software ROM is labeled with a Location Number shown on it (▨ Shaded Portion illustrated below), which indicates the corresponding location on the P.C. Board where it should be installed.

(Label on Software ROM)

"VS.HOGAN'S ALLEY" contains 6 Software ROMs, and 1 Custom IC, which have location numbers, 1A or 6A, 1B or 6B, 1C or 6C, 1D or 6D, 2A or 8A, 2B or 8B and 2F or 8F. Each ROM and IC must be mounted into the proper IC Socket

For VS.DUAL SYSTEM (two monitors): If "HOGAN'S ALLEY" is to be installed in main (left) side of cabinet, then EPROMs and Custom IC should use locations 1A, 1B, 1C, 1D, 2A, 2B and 2F. For sub (right) side, use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F.

For VS.UNISYSTEM (one monitor): "HOGAN'S ALLEY" EPROMs and Custom IC must use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F (sub side).



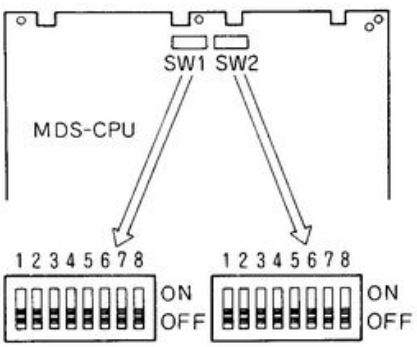
ROM and IC Location on P.C. Board

NOTE: "VS.HOGAN'S ALLEY" can be interchanged between left and right side on two monitor game.

2. Points and methods of adjustment

Game Option Settings

MDS P.C. Board



SW1···MAIN (Left side for two monitor game--Not used for one monitor game)

SW2···SUB (Right side for two monitor game--Also used for one monitor game)

MDS FOR VS.HOGAN'S ALLEY

			SW1(SW2)							
			1	2	3	4	5	6	7	8
Coin/Credit		1/1	OFF	OFF	OFF					
		1/2	OFF	OFF	ON					
		1/3	OFF	ON	OFF					
		2/1	OFF	ON	ON					
		3/1	ON	OFF	OFF					
		4/1	ON	OFF	ON					
		5/1	ON	ON	OFF					
Free Play			ON	ON	ON					
Difficulty	Easy	1				OFF	OFF			
		2				ON	OFF			
		3				OFF	ON			
	Hard	4				ON	ON			
Number of Miss Per Game		3						OFF		
		5						ON		
Bonus Miss Awarded At		30,000							OFF	OFF
		50,000							ON	OFF
		80,000							OFF	ON
		100,000							ON	ON

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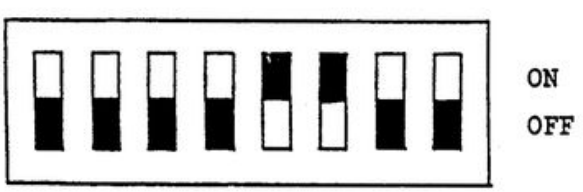
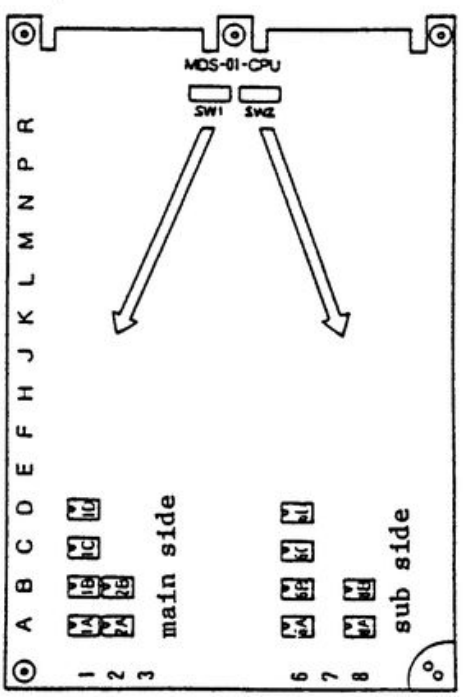
CAUTION

The suggested factory settings for VS. Hogan's Alley™ are listed below. It is recommended that you carefully check the dip switch settings prior to operation. For the VS. DualSystem™, the dip switch settings will be on either SW1 or SW2, depending on which side of the p.c. board you install the EPROM's and custom IC. Refer to the operation manual for further instructions. For the VS. UniSystem™, the EPROM's and the custom IC must be installed in the "sub" side of the p.c. board, and then SW2 is used.

SW1 or SW2							
1	2	3	4	5	6	7	8
off	off	off	off	on	on	off	off





Please refer to the dip switch settings label and the VS.-PAK™ Operation Manual for further information.

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